Ted Good's Detailed Course & Map Notes for UMD College Park Score-O March 30, 2024

Course Notes:

   This will be a 90-minute Score-O event on the very fast University of Maryland Campus. Instead of classical forest orienteering, competitors will race around buildings on the campus. Competitors get 1 point for each unique control visited within the 90 minutes and lose a point for every minute (or fraction of a minute) over the 90 minutes. This is basically a sprint rogaine (a very long sprint course). There are 42 controls. Estimated straight line distance to get all controls is 10.2K but with all the buildings to run around the travel distance is 13.2K (8.2 miles).

   Maps will be given out ahead of time so you can plan your routes to the large number of controls. Plan carefully as few people will be able to get all controls. Read the symbols carefully. There are some tricky controls but the clue description should accurately describe where the control is.

   School is in session. Even though this is a Saturday event, you may encounter people on electric scooters, bikes, and skateboards on the paths. They are quiet and fast. Please be vigilant! The course will also cross roads that carry automobile traffic so be careful when crossing.

   There are a few controls are located on the east side of US Route 1 (Baltimore Ave). This is a very busy 4-lane road along the east side of the map. There is one underground passage along Paint Branch Stream. **You must use a cross walk or tunnel to get across Route 1.** There are purple Parenthesis on the map to show the Route 1 crossing points. Please obey traffic signals when crossing.

   There is one major stream running east/west. In Early February it was flooded. I put a purple line to show the fallen tree I used to cross it.

   The map is very detailed and has up to date sprint symbols and standards. The map scale is 1:4000 with 2 meter contours. It is printed on 2-sided 11x17 paper. The start and finish appear on both sides of the map. North lines are blue (120m apart).

   UMD has some large ongoing construction areas, including building the Purple Line Metro system which is going right through the middle of campus. Construction areas are marked with the purple hash on the map. All the construction areas I saw had fences around them (not on the map). You are not allowed to enter the construction areas even if they have a gate open for construction workers. Given that construction can change daily there may be some missing from the map but you are still not allowed to enter them. There are gaps in the construction areas that may be used and will be needed to cross the metro construction area. Take the crossing points into account when planning your route.

   Metal spikes are prohibited.   A few controls are in the forested portions UMD but regular running shoes are recommended.

   Competitors are not allowed to enter any buildings on the course (dark gray buildings on the map). Light gray buildings (canopies) are allowed to be run through. **Olive green areas on the map are also out of bounds.** These tend to be gardens and flowerbeds. Don't cross any olive green, or anything that looks like a garden.

Map Notes:

Trees, Shrubs, and Gardens
* Trees, large green circle, represent area where you can run under the branches. The number of trees may not always be correct as some may have died/been cut down since mapped.
* Bush symbol, smaller green circle, is used for smaller trees and bushes where you can't pass under the branches.
* In some cases, both symbols were used indiscriminately and were based on what would fit on the map. Large evergreens are mapped as "dark green fight".
* Open area surrounds most tree areas as these can be run through at speed. A few are 'Open with Scattered trees' which are where there were too many trees to mapped individually.
* Garden areas are marked as out of bounds. Do no run through any garden areas that you encounter.

Man Made Features (Black X)
* Black Circles can be sewer tops or campfire circles. They only exist in wooded areas.
* Beehives use smallest building.
* Testudo (turtle) and giant bird statues used black X.

Other Features
* Large electrical boxes are mapped as minimum sized buildings.
* Stairs: Almost all stairs have railings that aren't mapped. So don't expect to be able to run across stairs, just up/down them.   Stairs may be extended on map so there are at least two steps making them easier to see. There is no way to know if stairs go up or down until you get there. There are a few areas where stairs go both up and down which can be confusing.
* Tunnels are extended longer so they can be seen.
* Walls/Cliffs: Hard to determine which "uncrossable lines" are walls and which are cliffs/drop offs. Either way assume you can't cross them. Where room existed on the map I used the "cliff tags" to help show up vs down, but in many cases the tags obscured features so couldn't be used.
* Multi-Level area: Several buildings have more than 2 levels that are runnable. Only two levels are mapped (generally the top-most and bottom-most. Unusable entrances are either not on the map or have a purple line to show do not enter. Look for the line of triangles to show the lower-level entrance/exit.
* Construction area: There are new small constructions areas that pop up and are done in a week. So there may be some that are not on the map. Run around them.

Not Mapped
• Dumpsters.
• Streetlights.
• Fire hydrants.
* Benches and tables
* Telephone lines/poles (except in wooded areas.)